



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

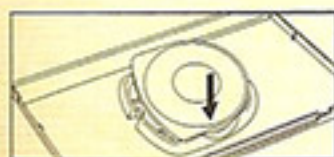
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

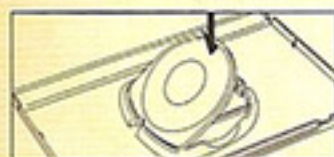
Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding the PSP® system and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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Getting Started

Setting Up Your PSP®

(PlayStation®Portable) System

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. The power indicator lights up in green and the HOME menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Jak and Daxter: The Lost Frontier™* disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP® system's HOME menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press  of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot of your PSP®. You can load saved game data from the same memory stick, or any Memory Stick Duo™ containing previously saved games. Note: A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 352KB of free space is required for a "Save Game" file.

Saving Profiles and Settings

Your profile and settings are automatically saved after changing settings and options and when you return to the Main Menu.

Auto Save

As you progress, a autosave icon will appear on screen indicating your profile and settings are being saved. While this message is on screen, DO NOT remove the Memory Stick Duo™ or Memory Stick PRO Duo™ or turn off your console.

Loading Saved Game Settings

If you want to resume a saved game, select Load Game at the Main Menu and then choose the save file you wish to load. You can also load a different saved game file during play by pressing the  button, then rotating the Pause Ring to the Load Game option.

The Story So Far...

When Jak and Daxter set out on their first adventure to Mysterious Island they unwittingly started a quest that would pit them toe to toe with the most dangerous villains and evil organizations in the world, consequently transporting the duo 500 hundred years in the future to continue the fight. From Haven City to the Wasteland to the mean lanes of the Kras City Combat Racing Championship, Jak and Daxter have faced evil wherever it resides.

Now, after the fall of the Krimzon Guards and the Metal-Heads, the destruction of the Day Star, and the defeat of the Dark Makers it finally seemed that Jak and Daxter had earned some well deserved time off. Unfortunately, the world is always in need of heroes and when Eco (the lifeblood and power source of the planet) supplies begin to dwindle, it is up to Jak and Daxter to find a new source. This mission will not be easy -- in these trying times, sky piracy has become rampant and fear once again holds sway in the hearts of the people.

Joined by Keira, an Eco sage in training, Jak and Daxter now travel to a foreign land, filled with new enemies and challenges. They are sure to face many trials and tribulations before the end of this adventure...

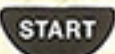
Starting a New Game

Press the  button at the Title Screen. At the Main Menu, select New Game. When asked if you would like to create a *Jak and Daxter: The Lost Frontier™* save file, choose Yes and press the  button.

Auto Save

As you progress, a special Save icon will appear on screen indicating your progress is being saved. While the icon is on screen, DO NOT remove the Memory Stick Duo™ or turn off your system.

Manual Save

If the Memory Stick Duo™ is removed or replaced, the application will disable the Auto Save function until a manual save has been performed. To perform a manual save, access the Save Game option located on the Pause Ring by pressing the  button, then rotating the Ring to the Save Game option.

Loading a Saved Game

If you want to resume a saved game, select Load Game at the Main Menu and then choose the save file you wish to load. You can also load a different saved game file during play by pressing the  button, then rotating the Pause Ring to the Load Game option.

Game Controls

Menu Controls

button	Start Game/ Open Pause Ring
analog stick/ directional buttons	Highlight menu item
button	Select menu item
button	Previous screen

Jak's Controls (On foot)

analog stick	Walk/Run
button / button	Camera Rotate
button	Jump
button then button	Double Jump
button	Spin Kick
button	Forward Strike
button then button	Dive Attack
button then button	Aerial Attack
button then button	Dashing Uppercut
button	Cycle Eco Powers
button	Open Pause Ring
Tap directional button	Equip/Cycle Through Gunstaff Mods
Directional button /	Cycle through Eco Powers
Tap directional button	Activate Eco Power
button	Fire Gunstaff
button (hit enemy while spinning), button	Wastelander Spin
button, button, button	Rapid Fire Aerial Spin
button, button	Rapid Fire Combo

Dark Daxter's Controls

analog stick	Walk/Run
button	Dark Eco Bolt
button	Ground Pound
button	Grab An Enemy
button	Frenzy Spin
button	Open Pause Ring

Flight Controls

analog stick	Steering/Movement
button	Boost
button	Air Brakes
button	Fire Heavy Rockets
button	Daxter Jack
button	Fire Weapon Bank 1
button	Fire Weapon Bank 2
Directional button	Loop
Directional button	Quick Reverse
Directional button /	Barrel Roll Left/Right
button	Open Pause Ring

NOTE: As you progress in the game you will be able to customize your ships' weaponry and firing controls prior to flight-based missions.

The Pause Ring

Pressing the  button during gameplay will open the Pause Ring (pressing the  button during a cutscene will pause the cutscene). Use the analog stick or directional button to cycle through your choices and press the  button to confirm your selection. Press the  or  button or the  button to return to the game.

Show Map

The Map Screen shows the Map of the area you are currently in, important locations marked by icons, as well as your location and the direction you are facing.

Missions

The Missions Screen shows your current Mission in Progress, as well as the Missions Completed list. Use the analog stick or directional buttons to cycle through them.

Inventory

The Inventory option allows you to view your current inventory.

Controls Help

The Controls Screen will display the control scheme for the current type of mission that you are on. Make sure to check here if you don't remember how to perform a certain action in the game.

Options

You can adjust the Options before or during your game. The Options Screen allows you to access Game, Graphic, Sound, Picture and Camera options.

Game Options

The Game Options Screen allows you to turn ON/OFF, Subtitles, and choose the Language for the game's speech and text.

Sound Options

The Sound Options Screen allows you to adjust the volume levels for the Sound Effects, Music and Speech. Choose each option and use the analog stick or directional buttons to set the level.

Camera Options

The Camera Options Screen allows you to change both the Horizontal and Vertical Camera Control. Use the analog stick or directional buttons to cycle between the Horizontal and inverted options, press the  button to select a choice, then use the analog stick or directional buttons to choose between the Default and Flipped modes.

The Pause Ring

Load Game

The Load Game Screen allows you to resume a saved game, or load a different saved game file during play.

Save Game

Jak and Daxter: The Lost Frontier™ automatically saves as you progress, but it is also possible to manually save your progress at any time by choosing the Save Game Screen. Jak and Daxter: The Lost Frontier™ has slots for up to 4 different save files.

Secrets

The Secrets Screen is where you find rewards for the Precursor Orbs you've collected with a variety of extra goodies and secrets. Each secret can be purchased with a certain number of Precursor Orbs. Once unlocked, secrets can either be accessed through the Secrets option at the Main Menu, or the Secrets Screen on the Pause Ring. Good luck uncovering them all!

Restart/Quit

You can restart any mission in progress by selecting the Restart/Quit Screen. You can also quit the game and return to the Title Screen by choosing the Quit Game option. If you choose to restart during a flight mission, you will be able to refit your plane.

The Game Screen



Health Meter

Jak's Health Meter can be found in the bottom left corner of the screen. Each green circle represents a portion of Jak's health. Jak can restore his health by collecting Health packs of green eco he finds in crates.

Dark Eco Counter

Jak's Dark Eco Counter can be found next to Jak's Health Meter. The number displayed is the amount of Dark Eco Jak currently has collected. You can collect more Dark Eco by defeating enemies.

Eco Power Gauge

The Eco Power Gauge displays what color Eco power Jak currently has equipped. Jak can switch which Eco power he is using by pressing the directional buttons ← and →. By pressing the directional button ↓, Jak can use his Eco power. Using an Eco power will cause the Eco Power

Gauge to empty a certain amount depending on which power is being used. The gauge slowly refills over time, however Jak can only use a power when the icon on the gauge is highlighted.

Map

The map in the bottom right corner of the screen displays Jak's surroundings and will have icons indicating enemy locations and the location of important objectives for the current mission.

Gunstaff

The Gunstaff icon is located in the top right corner of the screen. The color and image of the icon corresponds with which gunstaff mod you have equipped. The Gunstaff is Jak's major line of offense.

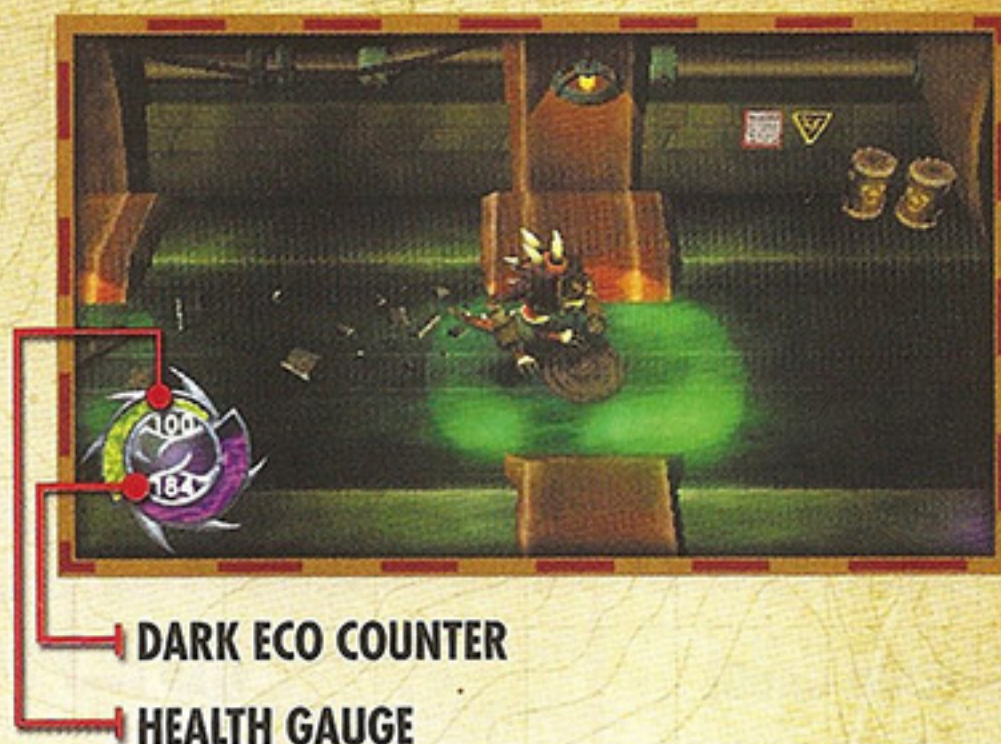
Blaster: Jak's first Gunstaff mod is a straight forward single shot rifle. It uses a laser sight for improved aiming.

Vulcan Fury: Firing rapid shots, the Vulcan Fury mows down enemies, but uses up ammo quickly.

Scatter Gun: The Scatter Gun fires a concentrated blast that can hit multiple enemies, but has very limited range.

Lobber: Jak launches explosive grenades from the Lobber. Powerful and able to hit groups of enemies at range, it also has a small max ammo count.

The Game Screen



Health Gauge

Daxter's health gauge displays Daxter's current health while in Dark Daxter mode. Daxter can refill his health by collecting green Eco dropped by enemies he has defeated. If Daxter runs out of health then the game ends and the level resumes from the last continue point.

Dark Power Gauge

Daxter's Dark Power Gauge displays how much Dark Eco Daxter has stored up. Daxter can use this power in order to enter Frenzy Spin allowing him to reflect projectiles and break down doors. Defeating enemies and collecting Dark Eco or striking Dark Eco crystals while in Frenzy Spin will fill the Dark Power Gauge.

The Flight Screen



Plane Gauge

The Plane Gauge in the bottom left corner of the screen displays the health of the ship Jak is piloting. Each craft's gauge is divided into three sections, all of which have their own health bar. If a section of the ship becomes too damaged, Dexter can be deployed to repair it if there are supplies. But if the central part of the ship loses all of its health, the ship will crash.

Repair Gauge

The gauge to the right of the Plane Gauge is the Repair Gauge. The Repair Gauge displays the number of supplies Jak and Dexter have left on the ship. Whenever one section of the ship loses all of its health, Dexter will hop out and fix it, restoring a small amount of health. Doing this consumes a supply. If the plane runs out of both health and supplies then it will crash forcing you to start the mission over.

Plane Weapons

You can equip and customize the plane with many different mods and weapons over the course of the game. All weapons and the amount of ammo left for each is displayed in the upper right corner of the screen. Ammo recharges over time, but only when you're not firing, so be sure to pace yourself with your attacks. In battle, red reticles will appear over enemy units. Some weapons will only fire when you have locked onto this reticle.

Map

The map on a flight mission behaves similarly to the map display while controlling Jak. Enemies appear on the display in red arrows.

Scrap Metal Counter

Shows how much Scrap Metal you currently have. Scrap Metal is earned by downing enemy ships and through successful Dexter Jacking. Scrap Metal can be used to purchase new mods and upgrade. Plane mods allow you to add new functionality to your plane such as rear tail armor. Upgrades will improve existing plane parts from increasing the ammo capacity of weapons to increasing max acceleration.

Daxter Jack Meter

This displays the remaining amount of times you can use the Dexter Jack Tether. Once it runs out, it must recharge before you can fire it again. The Dexter Jacking allows Dexter to dismantle enemy units and even steal upgrades for your own plane.

Objective Arrows

These arrows point the way towards your next task. It may show the path you must take or point towards the next enemy you must destroy. Some objectives are timed, so be careful not to stray too far away from them.

Essential Items

Crates and Containers



Breaking open Crates, baskets and other containers found throughout the environment will reveal many useful items, including Gunstaff ammunition and Health Packs.

Health packs



These Health Packs contain small amounts of Green Eco. One Health Pack will replenish two spheres of Jak's health.

Dark Eco



Dropped by defected enemies, each collected orb adds to your Dark Eco Counter. Keira will offer eco skill upgrades in exchange for your collected Dark Eco.

Ammunition



There are different kinds of color-coded ammunition, which correspond to each of the Gunstaff mods.

Precursor Orbs



Precursor Orbs are a rare commodity. You can find them hidden in and around each environment, and can also earn them by completing specific tasks and challenges. Once obtained, Precursor Orbs can be cashed in for a variety of Secret options and features.

Missions

Accomplishing missions and tasks is the key to survival, redemption and, ultimately, fulfilling your destiny. Unfortunately, each mission is more dangerous than the last.

Mission Structure

As you progress through the game, new icons will appear on the Map indicating important destinations. Each destination has someone waiting to send you out on a mission. It's possible to have multiple icons on the Map at one time, allowing you the choice of which mission to undertake.

NOTE: Before each aerial mission you will have the option to Purchase new components, Upgrade various aspects, and customize your planes before take-off.

Notes

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-7669 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.



For details on the update feature of the PSP® system, contact SCEA Consumer Services at 1-800-345-7669 or visit <http://www.us.playstation.com/psp>



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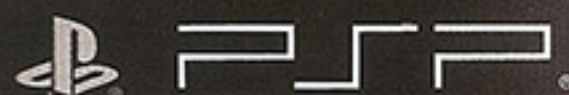
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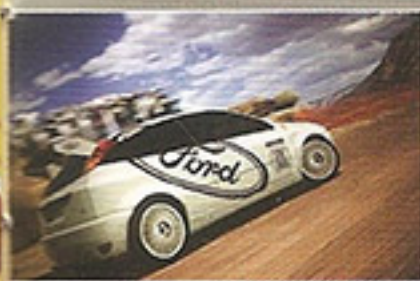
ESRB CONTENT RATING

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